

THE CLAIMS

1. (Previously Presented) A method of obtaining and presenting multimedia content, comprising the following steps:

providing multiple media streams at a network server corresponding to the multimedia content, the multiple media streams including streams corresponding to at least first and second media types, the media streams of the first media type and of the second media type having timelines, wherein the media streams of the first and second media types can be rendered in combination to produce the multimedia content;

for each of a plurality of different playback speeds,

composing multiple composite media streams that represent the multimedia content for that playback speed with varying quality requiring varying network bandwidth, by

selecting the media stream of the first type and modifying in a linear manner a timeline of the selected media stream of the first type based on that playback speed,

selecting the media stream of the second type and modifying in a non-linear manner a timeline of the selected media stream of the second type based on that playback speed; and

for each of the multiple composite media streams for that playback speed and for a quality, composing a composite media stream for the quality from the modified media stream of the first type and the modified media stream of the second type; and

storing at the network server the composite media streams for that playback speed; and

after composing and storing the composite media streams for the different playback speeds, for each of a plurality of network clients,

receiving from the network client a selection of the multimedia content to be rendered at the network client;

receiving from the network client a selection of a speed designation received at the network client from a human user, wherein the speed designation is a speed factor relative to a default playback speed of the selected multimedia content;

selecting one of the plurality of playback speeds that most closely matches the received speed designation; and

streaming the composite media stream for the selected playback speed from the network server to the network client, the composite media stream representing the selected multimedia content;

so that the network client can render the composite media stream based on the speed designation and with the media stream of the first media type synchronized with the media stream of the second media type,

so that the network server can avoid having to compose a composite media stream after receiving a selection from a network client, and

so that communication bandwidth is saved by not having to send the unmodified multimedia content to the network client.

2-3. (Canceled)

4. (Previously Presented) A computer-readable storage medium containing a program for streaming multimedia content from a network server to a network client, the program having instructions that are executable by the network server to perform a method for presenting multimedia content, the method comprising:

for each of a plurality of playback speeds,

composing multiple composite media streams representing the multimedia content for the playback speed with varying quality requiring varying network bandwidth, wherein a composite media stream

includes a media stream of a first type and a media stream of a second type different from the first type, and includes a timeline that is modified by:

- modifying in a linear manner a timeline of the media stream of the first type based on the playback speed;
- modifying in a non-linear manner a timeline of the media stream of the second type based on the playback speed, so that the timeline of the media stream of the second type is synchronized with the timeline of the media stream of the first type; and
- for each of the multiple composite media streams for that playback speed and for a quality, composing a composite media stream for the quality from the modified timeline of the media stream of the first type and the modified timeline of the media stream of the second type; and

storing at the network server the composite media streams for that playback speed;

after composing and storing the composite media streams for the different playback speeds, for each of a plurality of network clients,

- receiving from the network client a speed designation associated with a playback speed of multimedia content at the network client, wherein the speed designation identifies a speed factor relative to a default playback speed of the multimedia content;
- selecting one of the plurality of playback speeds that most closely matches the received speed designation; and
- streaming the composite media stream for the selected playback speed from the network server to the network client

so that the network client can render the composite media stream based on the speed designation and with the media stream of the first media type synchronized with the media stream of the second media type,
so that the network server can avoid having to compose a composite media stream after receiving a selection from a network client, and
so that communication bandwidth is saved by not having to send the unmodified multimedia content to the network client.

5-16. (Canceled)

17. (Previously Presented) A method as recited in claim 1, further comprising:
presenting multiple play buttons in a graphical user interface at the network client, the multiple play buttons being associated with different playback speeds of the multimedia content;
enabling the human user to select one of the play buttons;
using, as the speed designation, a playback speed associated with the selected play button.

18. (Previously Presented) A method as recited in claim 1, further comprising:
presenting a play button in a graphical user interface at the network client;
presenting, in the graphical user interface, a scale mechanism with a range of playback speeds and a movable slider that is movable over the range of playback speeds;
enabling the human user to move the slider to a playback speed within the range;
using, as the speed designation, a playback speed referenced by the slider.

19. (Previously Presented) A method as recited in claim 1, further comprising:
presenting a play button in a graphical user interface at the network client;

presenting, in the graphical user interface, a menu associated with the play button, the menu listing multiple playback speeds from which the human user can select;

enabling the human user to select a playback speed from the menu; and

using, as the speed designation, a playback speed selected from the menu.

20-26. (Canceled)

28. (Previously Presented) The method of claim 1 including after receiving from the network client the selection of the multimedia content,

determining network bandwidth of the network;

composing a composite media stream from a media stream of the first media type with a first quality whose timeline was modified and from a media stream of the second media type with a second quality whose timeline was modified, the first quality being different from the second quality, wherein the first and second qualities are selected so that the composite media stream does not exceed the available bandwidth.

29. (Canceled)

30. (Previously Presented) The computer-readable storage medium of claim 4 including after receiving from the network client the selection of the multimedia content,

determining network bandwidth of the network;

composing a composite media stream from a media stream of the first type with a first quality whose timeline was modified and from a media stream of the second type with a second quality whose timeline was modified, the first quality being different from the second quality, wherein the first and

second qualities are selected so that the composite media stream does not exceed the available bandwidth.